

COMPONENTS:

IC1, IC2	74LS32
IC3	74LS04
IC4	74LS175
IC5	74LS158
IC6	74LS133
IC7	74LS244

NOTES:

- 1) OPENS: C503, C505, C507, C509, C511, C513, C515, C517, *C521, *C523 as indicated.
- 2) CLOSE: 128K RAMMO BOARD
- 3) CLOSE: 16K STANDARD BOARD
- 4) PIN 6 OF Z501 (74LS10) and 5 shown.

FIG. 1.0

Editor's Notes

Welcome to the May issue of the MACE Journal. This month has brought a number of interesting articles and features. We still need authors and workers to help with the Journal. If you are interested, drop us a line and tell us what you would like or are able to do.

Also this month, we see continued support of the ST computers. Atari is truly taking off with the introduction of their newest computer, the 1040 ST. There are many software packages available and planned for these new computers, making them a very viable choice for a new machine.

On the 8-Bit side of things, I have recieved many announcements of new products for the 8-BIT computers. This refreshes the somewhat stagnant 8-BIT atari industry. I still believe that the 8-BIT machines have not reached their full potential.

On the topic of MACE business, there are a few articles in this journal that pertain to club business. Please take the time to read these and to think about them.

On a personal note: The ST-Stop bbs is out of commission. Hardware and software problems finally killed it. This is not to say that it will not be back again some day.

We would like to thank all of our contributors this month for their excellent articles. Special thanks to Axxon of Canada for their special 8-BIT enhancement. Take a look at it later in this issue, it is a very useful article.

Finally, I would like to present an idea to MACE members. How would it be to have an electronic data service. Not a BBS, but rather a REAL computer service with multiple users and many services. This is one area that we are looking into. It seems that there is such a service that is up for sale. The club would purchase the system (Relatively low cost) and run it, hopefully, at a profit. This is just an idea to be discussed. Well, enjoy the Journal. Goodbye until next week.

FLYING THE ST ALLEN P. BARGEN

The good news just keeps coming! All of us can remember the sad state of affairs Atari found itself in just a few short years ago. With dogged determination, the company has managed once again to become a serious influence in the computer industry. Many pessimists who predicted that Atari would not survive the pre-christmas season, have now realized that the success of the ST line of computers has given Atari the needed profits to push forward with their newer lines of coputers. Here comes the 1040ST.

Rumors of the new 1040ST computer started to circulate almost on the same day that the 520's were introduced. Once again, we are pleased to see that Atari has managed another major milestone in the world of computing. They have given the world the FIRST computer to sell at less than one dollar per kilobyte! This will be a brief look at the latest computers from Atari (but not the last neophytes, I assure you.)

The main difference between the 520 and 1040ST is the fact that TOS is now resident in ROM, and the unit has over 1Mbyte of RAM (1024K bytes of dynamic RAM for those who want to be picky). The microprocessor is still the Motorola 68000 chip running at 8mhz. The 68000 is a 32/16 bit microprocessor with 24 bit non-segmented external data bus, and true 32 bit internal architecture. Like the 520, the 1040 has three independent sound channels from 30 Hz to 125 KHz, three modes of graphics: monochrome at 640x400 pixels or low res 320x200 16 colors and medium res 640x200 allowing 4 colors on the screen, plus the same keyboard as the 520.

The newer computer does have other differences such as a built in 3.5" floppy DSDD drive. The case is also larger (about 2" deeper and 4.5 lbs heavier). The mouse/joystick ports have been moved to the lower right front of the unit and the power supply now is inside the case of the system. I am not entirely assured that this move is in the best long term life of the computer since heat kills electronic componets. The power supply does not seem to generate

a lot of heat and feels much cooler than the top of the 800 case use to after many hours of computing. I never had any heat problems with the 800 by the way.

The 1040 also comes with an RF modulator that will allow you to hook the computer up to a regular color tv, but I recommend against this. To truly appreciate this fine computer, you will need to see it perform on a good quality RGB analog or hi-resolution monochrom monitor.

In my last article, we talked about benchmarks and the relative speed at which the 68000 performs. While we are still waiting for the comparisons between the Macintosh, IBM XT and the Amiga, we do know the speed at which the ST operates. (Same tests for the 520 and 1040 apply). The 1040 will format a DSDD disk in 102 seconds, or a SSDD disk in 53 seconds. Each runs the 'Sieve of Eratosthenes' in 85 seconds, a better than respectable run, and a standard calculation benchmark of 10,000 multiplications and divisions in 32 seconds. Now where's my calculator??? We are still waiting for the BYTE tests to make an unbiased comparison of these machines. I hope the results will be in the April issue, but we will have to wait and see. Bet there's a lot of sweating going on in Silicone valley over this one!

Software for both ST computers continues to appear on the shelves regularly and the list is becoming impressive. I am pleased to see the quality of the programs is high and that the emphasis is on programs other than games. We are currently reviewing ZoomRacks, an integrated data base that has us excited and Print Master a sort of clone of Print Shop for the ST that has excellent feature. Easy Draw is a CAD program that will stretch the capabilities of your printer to the limit, and brings credence to the ST as a designer's tool.

Now don't get me wrong...I like to spend the occasional weeked at the keyboard rescuing damsels in distress too, so games like King's Quest or the Crimson Crown

Continued on page 17.

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MACE JOURNAL

May 1986, Vol.6, No.5

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Build Your Own 128K "RAMMO" Board For The Atari 800

By Kumar Bhatia

Going back 4 years when I purchased my ATARI computer system, I paid in the upwards of \$1500 (US) for an ATARI 800 (16K RAM) and an ATARI 810 disk drive. At the time, it was the best deal going with the exception of additional memory. Another 16K board would have run \$80! Technologically, many new concepts evolved in memory devices since then and price wise the cost of memory chips have dropped exponentially. As an owner of a HAPPY 810, I realized that my time could be cut in half or better in backing up disks if I had a 128 K RAMDISK (TM of Axlon Inc.) Current software such as SYNCALC (from ATARI Inc.) and SPARTADOS (from ICDD Inc.), also support the RAMDISK. With this in mind, I reached for the latest issue of The MACE JOURNAL, only to find in disappointment that the board was way beyond my budget.

Instead, I decided to design my own 128 K board which was later named "RAMMO". For less than \$20 worth of parts and a spare 16L ATARI board you too can build your own RAMMO. Keeping a few key principles in mind such as software compatibility, simple installation and of course cost, it was off to the drawing board. The idea would have been pointless if the board was not compatible with any piece of software and hence was a major concern. Thanks to AXLON Inc., a standard in bank-switching already exists and is growing quite rapidly. To simplify installation, my goal was to make a plug in board for the ATARI 800 which would sit in the 2nd RAM slot. The board was designed to be software compatible with the AXLON standard and its schematic is shown in Fig. 1.

In the AXLON standard all bank-switched memory lies in the region of \$4000-->\$7fff (middle 16K of a 48K memory map) of your ATARI. By the technique referred to as BANK-SWITCHING, which is simply the concept of allowing more memory devices to share a common address space, 128K of RAM may be accessed. There are 8 banks (#0-->#7, inclusive) of 16K each which may be toggled in the middle 16K region. A bank is switched by writing the bank number to any address in the

range of \$0FC0-->\$0FFF or \$CFC0-->\$CFFF. Only the lower 3 bits of any data written to the above addresses select the RAM bank. For example, writing a \$B1 to address \$CFE2 is equivalent to writing a \$01 to address \$0FCA because both will toggle in bank #1 into the region \$4000-->\$7FFF.

THEORY OF OPERATION

Rammo utilizes 64K * 1 RAM chips (4164) in place of the 16K * 1 Chips (4116). Both the 16K and 64K chips are classified as DYNAMIC memory devices and being such require that their contents be refreshed at least every 2 ms to prevent loss of data. The refresh process is handled automatically by the ANTIC video processor. The 4164 RAM chips, along with the rest of the circuit, require only a +5 Volt supply. The term set shall be used in reference to 8-4164 RAM chips. Set #1 hold the chips for BANK #0,1,2 and 3 while set #2 holds the chips for BANK #4,5,6 and 7. For the sake of simplicity, a separate buffer was used for each set of 64K chips. Z502 is responsible for the buffering of data to set #1 of 4164 chips and IC7 to set #2. IC1 and IC2 (both 74LS32) make sure that no bus conflict occurs while reading data from any of the memory devices. IC4 (74LS175) acts as a 3-BIT DATA LATCH to select the requested bank and prevents writing to the wrong bank. This chip also simulated two additional address lines which are multiplexed by IC5 (74LS158) onto pin 9 (A7) of each 4164 RAM chip to allow access to every location in the memory chips. The multiplexer chip IC5 is selected every time Z503 (74LS158) on the board is selected. The 3-BIT latch will latch data bits 0,1 and 2 (yielding 8 possible combinations) every time load pin #9 makes a high to low transition. This is accomplished by a simple POKE (not peek) to any address location between \$0FC0-->\$0FFF or \$CFC0-->\$CFFF. These addresses are decoded by default with the use of IC6, a 13-INPUT NAND gate, rather than absolute decoding schemes. Hex inverter gate 3D makes sure that only a WRITE to the above addresses will change the bank while hex inverter gate 3E alters the logic level coming out of

IC6 to allow compatibility with IC4. Switch S1, when open allows for 128K Ram access but closing it forces the board to sit at bank #0 and ignore all banking requests.

CONSTRUCTION

Use extreme care in handling and soldering the 4164 RAM chips because they are easily damaged by STATIC electricity and excess heat. Avoid handling these chips by their pins unless you are grounded. The rest of the chips are of the TTL family and are not static sensitive. Although a bit difficult to work with, it is also recommended that you use wire wrap wire in the hookups and solder with a low wattage pencil soldering iron (25W) +60/40 ROSIN core solder.

The first step is to remove the 8-4116 RAM chips Z505-->Z512. These chips will not be used in this project and may be stored away. They will be replaced with 4164 RAM chips which work with only a +5 volt supply. Unlike the 4116 RAM chips which require +5, -5 and +12 volts. To eliminate the multivoltages cut the traces on the SOLDER side of the board, as shown in Fig. 1 and remove capacitors C503, C505, C507, C509, C511, C513, C515, C517, C521, C523 (Fig. 2). Next, make the jumper connection as per Fig. 1 on the SOLDER side, lower-left corner. This completes the voltage conversion and the board may be tested out by installing 8-4164 RAM chips in sockets Z505-->Z512. Plug the board into your ATARI 800 as usual and power up. The board should act as a normal 16K board unless a mistake was made in the conversion process. Do not continue till you have achieved this. Continue the modifications by cutting the traces on the chip side of the board (Fig. 1). Due to the shortage of slot space in the ATARI 800, I chose to build the circuit right on the 16K board by "bricklaying". Bricklaying in an electronic sense in the technique of soldering a chip onto the back of another.

For my board, I installed IC1 in between C514 and Z502 by laying it flat with its pins cut as short as possible to avoid any short

Build Your Own 128K "RAMMO" Board For The Atari 800

By Kumar Bhatia

ciruits. Use a heat glue gun to keep this and other chips in place while soldering. Bend out every pin on IC2 except pins #7 and 14. Cut their needle nose ends on the bent out pins and trim pins 7 and 14 till the chip can be placed on the back of Z501 without interfering with its socket. Pull out Z501 and place IC2 on its back such that pins 7 and 14 match on both the chips. Solder these pins being careful to avoid excess heat and solder buildup. Bend out and lay flat IC3 so that it may be installed in between C508 and Z503. IC6 (74LS133) was layed out flat and placed on the solder side of the board, parallel to IC3 (74LS04). This was very convenient because most of the connections with this chip were to Z503 and Z504. For IC7 (74LS244) bend out and trim pins 1,2,4,6,8,11,13,15,17 and 19 to place on the back of Z503 (74LS244). The remaining 8-4164 RAM chips are to be soldered back to back (except for pins 3 and 14) on the backs of chips Z505-->Z512. Henceforth, these chips will be labelled for example Z505 and its piggybacked chip is Z505B and so forth. Start the wiring off by soldering jumpers between pin 3 of Z505B-->Z512B and connect this pin to OR gate 1B. Note that pin 3 is commonly shared amongst Z505-->Z512 and therefore pin 6 of IC1 need only to be soldered to pin 3 of any one of the chips in set #1. This is also true for Z505-->Z512B and pin 3 of IC1. Traces M,P,S and U are located on the solder side of the board. There are 22 traces and are labelled as per fig. #. Wire the rest of the circuit as shown in the schematic. The switch S1 may be brought out of the computer or glued to the front, upper right corner of RAMMO.

USAGE

It is recommended that you remove all RAM board jacket covers. Install a 16K board in RAM slot #1 and RAMMO in RAM slot #2. An 8K or 16K board may be used in RAM slot #3 to give 40K and 48K respectively. The board is compatible with any software which supports the AXLON RAMDISK. In testing out such software make sure that switch S1 is open so that bank-switching may occur. After using the board you may notice

that the majority of available software is not compatible with the board. The reason being that during the load of the software, RAMMO is bulky bank-switching RAM because it is being accessed through locations \$0FC0-->\$0FFF. If you encounter programs which lock up the computer or start doing weird graphics then you can either remove RAMMO and replace it with a standard 16K board or close switch S1. Closing the switch will force the board to act as normal 16K RAM. Upon turning on the computer, the 800 OPERATING SYSTEM does a non-destructive test to calculate the amount of RAM in the machine before filling the RAM found with \$00. The OS lacks the software to recognize the hidden banks and hence the banks will be filled with garbage. However, the initial clearing of RAM will force BANK #0 to appear first and it will be done automatically before any boot from disk or cassette is performed. ATARI DOS 2.0 may be modified to support this board via a patch available from AXLON. Please contact AXLON Inc. if you are interested in obtaining a disk full of utilities compatible with RAMMO (i.e. DOS 2.0 patch, RAMDISK emulation, memory test, etc.). The board with its low cost has many practical uses such as RAMDISK emulation. It also ends the problem of limited memory with programs such as SPEECH DIGITIZERS. RAMMO can hold 8 times more speech than a standard ATARI 800.

Attention:

The MACE JOURNAL does not accept any responsibility for damage or loss due to implimentation or use of the modifications or information in this article

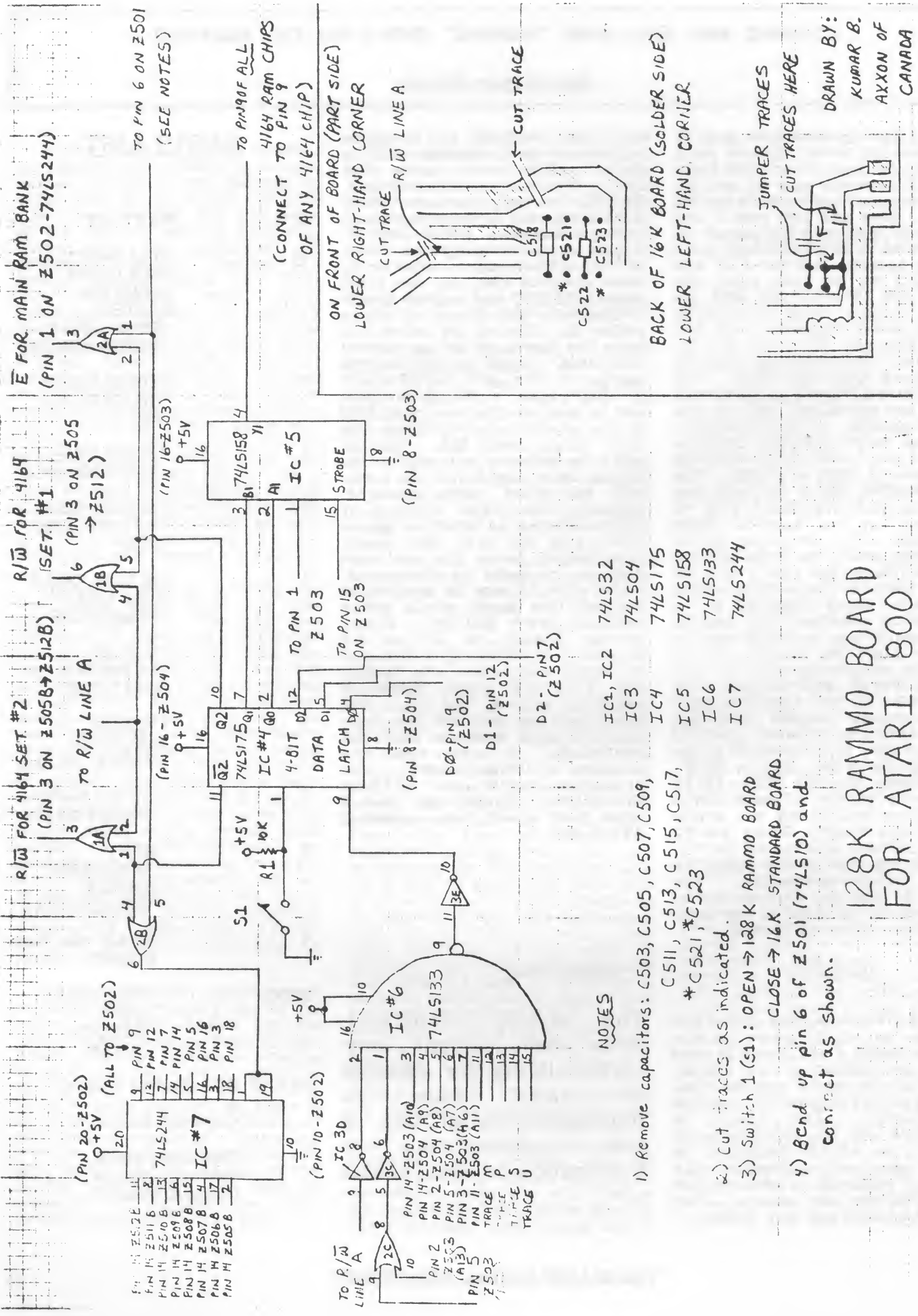
PARTS LIST

QTY.	PART NO.
16	4164 (64K*1) RAM CHIPS 200NS OR FASTER. (Z505-->Z512, Z505B-->Z512B)
2	74LS32 QUAD OR GATE (IC1, IC2)
1	74LS04 HEX INVERTOR (IC3)
1	74LS175 QUAD D FLIP-FLOPS (IC4)
1	74LS158 QUAD 2 TO 1 DATA SELECTORS
1	74LS133 13-INPUT NAD GATE (IC6)
1	74LS244 8-BUFFER GATES (IC7)
1	10K 1/4 WATT RESISTOR (R1)
1	SPST MINIATURE TOGGLE SWITCH (S1)
1	ATARI 16K RAM BOARD
MISC.	WIRE WRAP WIRE, SOLDER, TOLLS.

PLANS BY: Kumar Bhatia

AXXON OF CANADA

2283 Longfellow
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Canada, N9b3J7



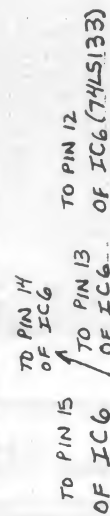
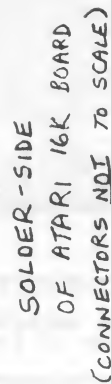
NOTES

- 1) Remove capacitors: C503, C505, C507, C508, C511, C513, C515, C517, *C521, *C523
- 2) Cut traces as indicated.
- 3) Switch 1 (S1): OPEN → 128K RAMMO BOARD
CLOSE → 16K STANDARD BOARD.
- 4) Bend up pin 6 of Z501 (74LS10) and connect as shown.

IC1, IC2	74LS32
IC3	74LS04
IC4	74LS175
IC5	74LS158
IC6	74LS133
IC7	74LS244

128K RAMMO BOARD
FOR ATARI 800
FIG. 1.0

FIG 3.0





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Let Something Good Be Said

By Barb Franczyk

Imagine falling in love with the ATARI 800 from the day it was introduced to the public. Imagine following this computer from when only rumors of its creation were in the wind right up until its birth. If you are like me this isn't hard to imagine it is merely a matter of remembering.

Remember the enthusiasm of the friend that introduced you to M.A.C.E. I remember being told it was a club where the only common ground was everyone loved the ATARI. I remember I joined even before I owned my computer. I remember the meetings were filled with an energy. Everyone was excited about their computers and wanted to share their experiences, knowledge and skills. People came early to get a front seat. I remember there were very few women--Judy Braun, Gretchen Levitan a few wives but mostly there were dads and kids. The kids sat on the floor up in front just so they could see.

I remember when the cassette library had a line; the disk library line wrapped around the room; and you had to wait in a line to get your journal. The lines were long but they moved fast--nobody minded. There were pockets of people talking everywhere. I remember looking for old friends and meeting new friends.

I admired the professionalism, the pride, the dedication, the energy that each volunteer gave. Each saw their job from their point of view decided what they could do and gave their services. The board members were always present and available at meetings. The chairs were always in place. Southfield said they were pleased with the way we took care of their hall. People truly enjoyed M.A.C.E. and being there.

It is apparent that M.A.C.E. is not at its peak at this point in time. If we are ever to get back to the point where we were thriving then we have to go back to doing the things that caused us to thrive in the first place.

What are some of those things? Let's make a list. My favorite starts out with:

LET SOMETHING GOOD BE SAID. Are you part of the problem or part of the solution? You haven't got something nice to say then don't say anything. Don't be so quick to believe the negative. Consider the whole and not just the part.

If something is wrong then fix it.

If you can do something do it.

If you can give something then give it.

Do what you say you are going to do and be honest about what you can handle.

Be responsible.

Be fair.

But most of all be a FRIEND.

Truce to all of you who have left and are hurt. What ever has happened is history. Let it go. If you want to come back and enjoy M.A.C.E. There are no enemies here--only ATARI lovers.

Anyone who wants to add anything to this list please join in.

Now I would like to end on a very positive note. I want to be the first to tell you that we will once again have quality demonstrations complete with sound and picture.

Continued on page 11

Meeting Minutes

By Barb Franczyk

March 18, 1986
General meeting.

Reported by B.J. Franczyk
Recording secretary

The meeting was called to order by Recording Secretary Barb Franczyk in the absence of President Alva Thomas.

Barbra gave a summary of the events leading up to what appeared to be the resignation of Alva Thomas (President) Mike Landis and Scott Garland. Mike Landis then explained his point of view and submitted his resignation. Alva did appear during a floor discussion and officially offered his resignation. A vote from the floor asked the officers to stay on for 30 days and work to resolve the differences. This was not accepted by the officers.

Eric Wujick from the Detroit News was the guest speaker. He spoke of the past, present and future of computers. He still loves his Atari and uses it regularly.

There were questions and answers from the floor.

Barb gave the announcement that we would have our new projector for the next general meeting.

Tom Sturza had news of the "New Users Forum". See that ad elsewhere in this issue.

Fred announced the new ST sig group and the new ST library.

The meeting was officially adjourned at 8:30 P.M.

DISK PACK 1000

BY
D.F. NEFF

Alpha Systems
4435 Maplepark Rd
Stow, Ohio
44224

Disk pack 1000 is a disk of utility programs and a small manual which explains each utility program. The programs are:

1. Ultimenu
2. Disktime
3. Color-fix
4. Screendumper
5. Back-a-Disk

The manual does a good job of explaining each program without wasting words. However, it should be updated to include the ATARI 1050 disk drive.

The ultimenu program is a user-friendly menu which can be added to any disk and used to load basic or binary files. The instruction manual even explains how to set up the menu as an autorun file so beginners can run your programs without instruction.

The menu which appears on their screen will not have the fancy graphics we have grown used to on our MACE disks. The Ultimenu prints the disk directory on the screen and allows selections to be made by joystick or with the Start/Select buttons. A binary load demo is included on the disk to show off both the binary load capabilities and the screendump capability.

Disk-time is one of the nicest disk drive tachometers I've seen to date. Instead of a small, lonely digital display on an otherwise blank screen, Disk-time has a linear read-out display. The manual explains how to adjust an ATARI 850 disk drive speed regulator but offers no help to owners of ATARI 1050 disk drives.

Color-fix is a tool which will be loved by you graphic programmers. This program displays color bars on the screen of your T.V. or monitor screen. Each bar's color is labeled with the color name. Now you have a standard to set your screen color adjustments. Those of us with more than one computer and monitor can adjust them to match more closely so that graphics created on one set will be the same color on another set.

Screendumper is actually two programs; the first loads a screen display onto a disk and the second program retrieves it again. The demo I mentioned earlier will be using these programs. When you run this demo it creates a 3-D graphic similar to the one featured in this company's ad for their MAGNIPRINT program. Although this program is not as versatile as the MAGNIPRINT it is quite nice.

Back-a-Disk is a sector copier for copying whole disks. No provision is made for copying selected sectors or modifying data in sectors. This program can beat some of the less sophisticated copy protection devices which prevent DOS feature J from copying the disk. However, it won't beat the more aggressive protection devices. This is somewhat surprising since the gentleman who wrote the program, G. Morrison, literally wrote the book on disk protection (Atari Software Protection Techniques). Half of the instruction manual for this disk is dedicated to software protection and explains in depth how to create a popular protection device called "Bad Sectoring". Again, only the ATARI 810 disk drive is discussed however, I've been working on an article about "Bad Sectoring" for the ATARI 1050 and will present it to the MACE JOURNAL soon.

Although Back-a-Disk does not make use of the extra memory in 130XE or an enhanced 800XL it does permit the use of two disk drives and thereby eliminates any disk swaps while making a back-up-disk.

Disk pack will run on any 8 Bit ATARI computer

In answer to Mr. Neff's questions, the MACE Journal appreciated articles be submitted via hard copy or on ST disk. Either of these mediums are fine. The reason that 8 bit disks don't work as well is that we are using an ASCII typesetter to effect the Journal. The 8 bit machines use a unique return code that prevents the typesetter from recognizing 8 bit files. A conversion program is in the works to allow us to accept submission in the 8 bit form.

Let Something Good
Be Said
By Barb Franzyc

CONTINUED FROM PAGE 10

quality demonstrations complete with sound and picture. Think about the program you have mastered and consider doing a demo. Think about the programs you want to see demonstrated and let us know.

We also have a new ST SIG group that is meeting regularly. See Fred Kandah for details. We also have plans for a ST disk library.

Please know your support is welcome and needed. We want to flourish once again. So come on. Find your old friends and meet new ones.

The meetings are still the third Tuesday of the month in our regular meeting room at the Civic Center! The hall opens at 7:00 and the meeting will begin at 7:30 P.M. BE THERE!!!

MACE NEW USER FORUM

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Special Elections

By Barb Franczyk

If six different blind men were asked to touch an elephant and describe what they felt one might touch the tail and reply that it felt something like a rope. Another might touch its side and answer that it felt something like a wall and still another might touch its leg and say it felt something like a pole. The point I am trying to make is six different people will describe a situation six different ways.

Recently, a situation has arisen that has left several positions open on the MACE board of directors. The only way you could possibly get a complete picture is if everyone involved were given equal time to express their point of view. Since this is obviously impossible, I am going to give you an overview of the situation and then an appraisal of where we currently stand.

September: 10 officers are elected.

October: The Journal Editor, Mike Schiffer resigned his post and the Recording secretary, Mike Lechkun moved into that position.

November General meeting: Barb Franczyk is elected recording secretary.

December Officer Meeting: Mike Lechkun resigns as Journal Editor. Sharie Middlebrook resigns as Recording Secretary and Mike Mitchell resigned as Vice President. Sharie and Mike Mitchell agree to stay on and try and work out their problems.

December General Meeting: Fred Kandah is elected Journal Editor.

February Officer Meeting: Mike Mitchell and Sharie Middlebrook resign again.

February General Meeting: Mike Landis and Alva Thomas propose major changes to the constitution and take these changes to the floor for a vote.

March Officer Meeting: The changes made in the constitution are challenged because of improper procedure. The board votes to table the new constitution until it could review it and handle it properly.

March General Meeting: Alva Thomas, Mike Landis and Scott Garland resign.

Nominations for the following positions are being accepted for the Board of Directors:

President
Vice-President
Program Coordinator
Corresponding Secretary

The responsibilities of these positions are:

President: The president is to the presiding officer at the general meetings and the Officer meetings. This officer should be chosen principally for his or her ability to preside. He or she should be familiar with M.A.C.E., its constitution, bylaws and goals. This person should have a personality that works well with people, a stamina that accomplishes goals and a charisma that attracts positive results.

Vice President: The Vice President shall assume the duties of the President in the absence of the former. He shall be an ex-officio member of all committees and coordinate inter-committee activities. In addition the Vice President shall serve as Advertising Manager of the Journal. It is important to elect a Vice President who is competent to perform the duties of the President. This person should possess the same qualities and dedication as the President.

Program Director: This person shall have the responsibility for seeing to it that a suitable meeting room is available for the general membership meetings and for planning and organizing the programs of those meetings. This person should be elected because of his or her ability to coordinate events, programs and people.

Corresponding Secretary: The corresponding Secretary is responsible for the conducting of business of the club via the mails. He or she shall carry on all club correspondence and be responsible for the preparation of documents on the club's behalf. He shall function as chief communications officer, and shall

be responsible for the gathering and dissemination of information of interest to the general membership. This person should possess good writing skill as well as having a knowledge of general office procedure.

All of these positions require a responsibility of dedication. These are volunteer positions and there is no monetary gratification for successfully performing these duties. It takes a special person to donate their time unconditionally and faithfully each and every month. Because each individual must find their own personal rewards it takes a dedication beyond the normal call of duty.

If you possess these qualities we need you. If you don't possess these skills, if you don't have experience or if you really don't have the time then please be honest and don't run for an office. There are many other tasks that you could be very useful for. Any one of these positions takes time and dedication and we really need people that won't walk out.

Our current constitution states "Vacancies occurring between elections must be filled by a special election to be held at the first meeting following the creation of the vacancy."*

"The basic principle of decision in a deliberating assembly is that, to become the act or choice of the body, a proposition must be adopted by a majority vote: that is, direct approval must be registered by more than half of the members present and voting on the particular matter, in a regular or properly called meeting at which the necessary minimum number of members, known as the quorum is present."**

"For the purpose of these elections, a quorum will be constituted by no less than 40% of the general membership."**

According to the membership report as of March 1, 1986 we need 40% of 728 members which equals 291 members present and voting at this special election. The candidate must obtain more than half of these votes (146 or more) to be properly elected.

Elections

By Barb Franzcyk

In order to have a legal election we need 291 members present at a meeting. Nominations are now being accepted and the actual election will take place at our May meeting.

Please lend your support by participating in this election. We are determined to work within the limits of our constitution. We can only do this if you participate. So plan on being present and casting your vote. We need leadership and our leaders must know the members truly support them.

If a quorum is not present than our elections cannot take place and we will still be without official leadership. If this does occur than we will have to examine the current constitution and properly amend it.

Until the current constitution is properly challenged (by failing to have 291 members be present after proper notice is given) we cannot amend the 40% requirement.

It would be much better if we came together and supported our club and our constitution. Besides it's the Birthday Party and 300 people at a party can only be FUN. So be a part!! Your presence and vote are vital.

* MACE

** Robert's Rules of Order

THE NEXT MEETING OF THE ST SIG WILL BE ON THE 6TH OF MAY AT 7:30 IN ROOM 223 OF THE SOUTHFIELD CIVIC CENTER. IF YOU HAVE AN ST OR ARE INTERESTED IN LEARNING MORE ABOUT THESE MACHINES PLEASE DON'T HESITATE TO COME AND JOIN IN THE FUN.

When Sig Hartman Speaks, Members Listen

By Terry Craig

On Saturday morning, February 8, representatives of 11 local Atari Users Groups met with Sig Hartmann, Atari's President in charge of Software and John Skrch, who is in charge of 8-Bit hardware. This lively discussion lasted until 3 PM. I attended along with our President, Bill Skurski and members John Shied and John Dasteel. What follows is distilled from 11 pages of notes.

According to Mr. Hartman, we need not fear for Atari's survival--it is currently profitable. The ST series is doing especially well in Europe, where it is the best-selling computer in Germany. He brought a 1040 ST to the meeting--it has 1MByte of memory and a double-sided drive built in. The power supply is also internal. It looks like a 520ST, only about 4" deeper and a little thicker. These should be shipping soon.

It is clear that Atari sees the user group community as an integral part of their marketing strategy. Sig urged all of us to push the ST with our friends, neighbors and co-workers. He stressed that "word-of-mouth" is the best advertising. He also urged hackers to write for the ST. He expects the "Lotus123" break-through for the Atari to come from a start-up software developer, rather than from an established software house. Sig says that 1,200 developer's systems are in the field (including six ST's at Microsoft--could this mean Microsoft's Word for the ST? Bill Gates isn't talking).

Emulation programs look like strong bets for winners. Atari is currently preparing an IBM emulation and Apple II emulation (the educational market requires Apple emulation).

Ed.Note-Recently in InfoWorld a company announced a Macintosh emulator for the ST. Atari is leaving the development of an Atari 8-bit emulator to the outside software community. Hartmann promised Atari support to those who wish to work on this product. He guarantees "lots of money" to whomever succeeds in this venture.

The ST comes with a VT52 terminal emulator and a VT100 emulator now exists. There should

be big bucks for those who develop terminal emulator programs, as well. Basically, Atari has decided not to compete with outside developers by selling its own software; instead, Sig says that he has a stake in insuring the profitability of independent software houses and is attempting to aid them in distributing their products. After all, their success is Atari's success.

The ST series is being divided into 2 categories: 1) The mass market (K-Mart) stores will carry the 520 ST, which will sport a RF modulator, which can be hooked up to your TV. (There will be no modulator upgrade for existing ST's). Disk drives and monitors will be sold separately. 2) 1040 ST, bundled into complete systems--computer, monitor, hard disk, etc. They will support vertical market applications, i.e. medical office packages, contractor estimating packages, etc. By the way, a 20 MB hard disk is promised in 4 weeks, for \$800. Both Sig and John Skrch assured us that the ST is now complete and the TOS ROM is thoroughly de-bugged.

Random ST notes: Sig was quick to admit that current Atari documentation is less than wonderful. They are currently revising it and are planning publishing a complete hardware and software "Programmer's Reference Guide" for the ST. A full-featured word processor "First Word Plus" will be out in a month. This will not be a "freebie", but will be well worth its modest price. Atari plans to support its users through Compuserve--contact Richard Frick for software and John Fagen for hardware. The Gem interface suit brought by Apple against DR, will not affect the Atari line. Atari will NOT port Unix to the ST, although it will be used on a future 32-Bit computer (discussed later).

Big news for us 8 bit fans. Sig was emphatic--Atari is definitely supporting the 8-bit line. New hardware: Epson graphics compatible, direct-connect printer, 80 cps--\$219, 3.5" disk drive, 325k, proper DOS--hierarchical file structure DOS from OSS supports hierarchical file structure [paths], 80 columns, desktop, mouse, 80 column parallel printer prt--will be

Sig Hartman Cont.

shown at June CES. New software: AtariWriter+, Proofreader, Silent Butler, Music Painter and Star Raiders 2.

Well, what about the future of Atari? If you believe in it, you will soon be able to put your money where your mouth is: Atari will soon be going public.

Sig promises a 3M (1 million instructions per second, 1 million graphics pixels, 1 meg memory) computer work-station, by Feb. next year. This will be a 32-bit work-station. They are leaning strongly to the 68020 as the microprocessor. Will have a laser printer to go with it. Future for the ST: Bit'er for sprite animation, math co-processor, more colors. They are seriously hoping to penetrate the Fortune 500 companies with the ST, in much the same way the Mac has done. Atari is planning to package the ST in a "PC-style" cabinet, with separate keyboard.

Finally, Sig got an earful from the user group members about the lack of availability of hardware and software locally. He promised to look into the problem, personally. By the end of the four hour meeting, everyone was tired but satisfied that they had received the latest news, had their questions answered and their grievances heard. Special thanks go to ACENET, for organizing the meeting.

The above article originally appeared in the "West Los Angeles Atari Users Group Newsletter", dated March, 1986.

NEXT MONTH

Results of our MACE survey.
Flying the ST
Review of Software for the ST and the 8-bit machines

King's Quest II

By P.R.Wheeler

SIERRA ON-LINE INC.
Coarsegold, CA 93614
ST Animated Adventure Game
List: \$49.95

As King Graham you literally walk thru your kingdom in search of the fair maiden, you hope will be the mother of your heirs. You travel under and over water, in the air, and of course on the ground, using some very unusual vehicles for transportation. As you travel, you collect treasure, gaining points. The object of the game is to collect as many points as possible (185max) and rescue the fair maiden from the tower. The game has a surprise ending and in order to keep it a surprise, my lips are sealed. This game must get a very high score for graphics, animation and game concept. You will be amazed and amused at each change of scenery, of which there are plenty and you will find yourself locked into it until you successfully complete the game.

The trouble in reviewing a game of this nature, you find you are afraid of giving out info that will deny the reader of the satisfaction and element of surprise in discovering things for themselves.

If I were to find any fault with this game, it would have to be it's high price \$49.95. Of course, I think any price over \$25 for a game is too high. After you have completed the game, you seldom get the urge to pick it up and redo it, you have high-priced software taking space and gathering dust. I believe lower prices would bring higher sales and greater profits. Both the manufacturer and the consumer would be better served.

But back to King's Quest II, if you enjoy adventure type games, then this game is for you. It will give you many hours of enjoyment and you will be delighted in the graphics and animation.

ZoomRacks

By P.R.Wheeler

ZOOMRACKS FOR THE 520 ST

The Quickview Systems has provided MACE with a User Group special offer for Atari ST users. It is a one-time offer at up to 50% off the list price of \$79.95. The actual price will vary from \$48 to \$40 depending on the date and number ordered.

ZOOMRACKS is a data base, project organizer, card file and word processor all integrated in one simple to understand but powerful product. It is based on a new concept, the electronic rack.

As an example for HOME USE it could be used for Name and Address lists, Christmas card list, Recipes, Insurance Catalog, Videotape, books, collection and record lists. For CLUB USE for Mailing lists, Membership records, Meeting notes and agendas and form letter mailings. The list goes on for offices, Managers, Salespeople, Writers, Researchers and teachers.

Look for a on-hand review in the next issue. In the meantime, if you are interested or have any questions, please contact Paul Wheeler at the membership desk for more info and hopefully, literature.

520 ST STATION

The 520 Station is an integrated workstation which will house the 520 ST, two drives and power supplies. The monitor sets on top of the station. There is a one power switch which has an optional surge suppressor. It is shielded to protect drives and monitor from magnetic fields. The list price is \$99.95 and the surge option is \$19.95.

The XANTH Computer Systems, Inc. has made available to MACE a group purchase offer as follows:

1-3 =25% off 4-7 = 30%
8 or more at 35 % off

I hope to have literature available at the next general meeting. If you are interested, contact Paul Wheeler for additional information.

MACE UNCLASSIFIEDS

This is a place for MACE members to list non commercial advertisements. The unclassifieds are a very good place to sell that old equipment or software that have been lying around for so long. To submit an ad just drop a card in the mail to the MACE P.O. box or give the ad to any officer.

For Sale:

2-1027 Printers
\$80/apiece new in box
Tel 274-3146
ask for Daniel Fuson
Call between 6-10 PM

For Sale:

Atari 800 xl and 410 Tape
Recorder with 56 Tapes
Educational, Games and utils
\$100.00

Hayes 300 Smartmodem \$125

Atari Keypad (software) \$15

Super Sketch \$25

Software: Hellfire warrior
Danger In Drindistl
Name that Song
Your choice \$5.00 apiece

Print shop \$20
Graphic shop \$12

Joeseeph T Fischer
Call 941-3756 12 PM to 7:30PM

Atari Sell out

1. 130 XE
 2. 1050 Drive w/Happy
 3. 810 Drive/archiver
 - 4.SG-10 Printer:paper etc
 5. commodore 1702 Monitor
 6. MPP 1000e modem
 7. Koala Pad/Joysticks etc.
- Hundreds of games and utilities

Package Price \$800 might
separate.
Call bef 4 Pm anytime weekend
313-587-3832 Stan

For Sale: 800 3 810 disk drives
lots of software cartilage copy
board call Fred Kandah at
665-8982.

Letters to the Editor

Dear Editor,

Does anyone know how to turn the screen of their 520 ST black? If you slide the color toggles in the color palette, then you r whole screen goes black and you can't find the drop down windows...that's not the solution.

Also I've found programming in the edit window (basic) a lot easier than programming in command window. I click to full edit window mode, type in the command poke systab+2,0 and presto, no weird text when typing in program lines, then I can run all over the screen making my changes. To get back to odd text in the edit window, I just type poke systab+2,2. Changing the second 2 from 1 to 5 or 6 will give you all different fonts and styles. Perhaps you are already famillar with this mode. Also when in medium screen while in basic, clicking on check mark in Buffered Graphics window, you can pick up another 27 K.

Marlo Sala
Torrance, CA

Marlo,

If you select the control panel and click on the black square just under the toggles, then toggle the color to white, then select the green square and toggle to black along with the white square, you will find that you now have a black screen with white letters and visable drop down menus. I hope this helps, Thanks for the letter.

Dear Editor,

You are the closest Atari Users group to me, I hope you can help me.

I would love to own THE PRINT SHOP by Broderbund. Unfortunately, my printer (a Canon a 40) is not supported by their software. Has any one in your group figured out how to alter the program to include printers not included?

I got to try the program on approval from our local computer store. I found my printer would not lline advance.

Jim Brogan
Marquette, MI

Dear Editor,

I have two questions I need to find answers to.

Question #1: where can I find Atari documentation on the Parallel Bus Interface for the 800XL? In the four part article that Earl Rice contributed to Antic mag (Jan-April 1985), he mentioned a release of full specifications by Atari at the Summer CES of 1984. Where can I get this documentation?

The second question Involves the ability of the Atari to do random disk drive accessing of information. I have a program which keeps the stock number of all my 900 products I have in inventory. I have used a loading program which takes those numbers in a 14000 byte string and loads them into RAM. My limitation with this method is a litte over 950 items, which I will surpass eventually. I don't want to use sequential record access. Is there a fast disk access method.

John Palhof
West Palm Beach, FLA

Dear John,

I you check a publication called DE RE ATARI, inside the author details random access and call for it. If not check any atari basic book and it will show you how to effect random access.

Dear Editor,

How do I get my !@#\$\$\$#Trak drive fixed?

Irate
Every where, USA

Dear Irate,

There is a company that is doing upgrades so that the Trak can use the 4K buffer in the drive. They can also effect some repairs. Call:

Integrated Computer Resources
247 N Neltnor Blvd.
Sulte G1f
West Chicago, Ill 60185
312-231-6104

If you have questions or answers to questions that appear in this column, just upload the anwers of questions to any MACE BBS or send a card to the MACE P.O. Box and it will get to me.

Letters to the Editor

Dear Editor,

Quite some time ago I purchased a copy of Top Dos version 1.2 from Eclipse software of Sunnyvale, CA for \$39.95. At that time, the company was advertising a product compatible with Atari software and a no risk money back offer. I found that disks initialized with that version of Top Dos even using the Atari format option, were not completely DOS 2.0S compatible and caused problems. Within the terms of the warranty, I returned the product and requested a full refund. I did not purchase Top Dos to "Pirate" a copy and then ask for my money back. I have no use for a Dos that creates a disk that is not 100% compatible with the standard DOS 2.0S.

Can you help to get my refund or exchange for a version that works properly?

Michael Bernard Pook
Saint Thomas, Ontario
Canada

Dear Mr. Pook,

I spoke with Mr. Richard Bennett, author of Top Dos and owner of Eclipse Software about your problem. He related his difficulties with this product. His guarantee says that if Top Dos does not meet your standards, you may return it for a refund. People were taking illegal advantage of this offer, one of his customers even told him so over the phone! So as a result Eclipse software established a review panel of third party reviewers. These people were to determine whether a claim was illegitimate or not. After a few calls and some explaining, Mr. Bennett agreed that your claim was legitimate and agreed to either refund your money or to send you the newest version of Top Dos version 1.5, that corrected your problem and added a whole new set of functions. You opted for the exchange for the new version.

As always, there seems to be a problem with Piracy. This is not a practice that is helpful to the industry. If nobody purchases product, no company will create more products. It really is a vicious cycle. Please don't pirate!!

Product Announcements

Product Announcements:

Casio has just introduced a new keyboard to their long line of electronic synthesizers. The 3000CZ offers 61 keys with 16 voices, full midi compatibility makes this the perfect match for computers. Retail is 999.00. If you don't have that much money to spend on a keyboard, look into the CZ101, it is a smaller board with 49 mini keys, it has 8 voices and is midi capable as well, you can usually find these boards for about 300\$. Not too bad a price to be able to synthesize using your computer.

Ed. Note:

If you have an ST you only need a cable to run between the ST and the Keyboard. If you have an 8Bit you need a midi interface.

Abacus Books now has 9 titles for the ST available. These are:

Presenting The Atari ST
Atari ST Internals
Atari ST Gem manual
Atari ST Machine language
Atari ST Tricks and Tips
Atari ST Graphics and Sound
Atari ST Logo
Atari ST Basic
Atari ST Basic
Atari ST Peeks & Pokes

Abacus Software
P.O. Box 7211
Grand Rapids, MI 49510
616-241-5510

Haba Systems is now marketing both a 10 meg hard drive and a 1200 baud modem for the Atari ST. These both look like very solid products look for reviews in the future.

Microprose, whom we are all very familiar with due to their excellent products on the 8bit and other computers is now porting over some of their games to the ST. Silent Service is probably first followed by about 4 more by the end of the year.

The Other Valley Software

Now offers Monkey Business and Delta Patrol. MB is available for both Mono and Color, Delta Patrol is soon to follow. These are the same people that brought us Zaxxon and Goonies while at Data Soft.

Flying the ST

By A. Bargan

occupy a good deal of my time. As a matter of fact, HELP, I am stuck in Crimson Crown, if you are playing it, let me know. Both of these adventures rate highly on my list and show the potential of the ST to it's fullest.

Hmmm, guess I'm sort of off the topic here, but then why not. Here are a few rumors about things we can expect to see from Atari and the growing base of developers out there. From Haba Corp. 10,20,44 and 88 Mbyte hard drives. The 10 and 20 Mbyte drives are out now, the 44 and 88 will follow summer or late fall. (As we write this article, Supra announces their 10,20,30 and 60 Mbyte drives.) Imagine that, 88 Mbytes ought to keep us all in memory for a long long time. I'm gonna get one just as soon as possible because it will look kind of nice on the opening screen of the BBS. 88Mbytes and a million files, ah the stuff dreams are made of!

Also look for two newer systems from Atari, most likely a 2 and 4 Mbyte RAM computer (2040 and 4040ST?) with improved graphics capabilities and more colors. Most likely an ultra-hi res screen with the increased memory (high screen res takes up mucho memory). In the future, I suspect a machine or expander that will take advantage of the newer 1-Mbyte chips to push available RAM to 16 Mbytes total with much improved graphics and resolution. You should also see an add on math co-processor soon for the 520 and 1040 to further speed calculations.

What about IBM emulations you say? Who cares I say! Apparently Atari is working on a V20 board that will emulate the IBM PC by means of an external box that will use the DMA channel and run at 8MHz. (The IBM PC runs at 4.17 MHz). The add on is supposed to be shown at the June CES in Chicago. Personally I will stick to using my IBM for mundane tasks and continue to use the ST when I want to put FUN in my computing, serious or otherwise.

Till next time, bye from Canada. If you would like to reach me, I can be reached through Compuserve, user ID 72247,621 or via the Group EX-10 BBS in Canada at 519-969-9030. Fly the ST today!

COLOR WITHOUT THE COST

ELECTRONICAL SOFTWARE proudly introduces the revolutionary

.. | | ■ ■ **YEMACYB** ■ ■ | | ..

a color graphics printer driver created for the 8-bit ATARI computer user.

THIS PRODUCT ALLOWS YOU TO MAKE COLOR PRINTOUT WITHOUT HAVING TO PURCHASE A COLOR PRINTER.

Using a regular graphics capable dot matrix printer and four ordinary colored printer ribbons, the YEMACYB software produces color printout of any full screen graphics 7 or 7+ displays saved in standard file format.

The YEMACYB software:

- Automatically selects and generates all of the 128 available colors from screen data and hardware registers, so no color tweaking is necessary.
- Allows changing of any or all of the graphics colors on every scan line, with a review display before printing feature, producing up to 128 simultaneous colors on any printout.
- Creates a large printout with the same dimensions as a 11 inch diagonal video display. (10.6 inches diagonal printout using C. ITOH)
- Is quick, the maximum total printing time (if all 4 passes are needed) is less than 18 minutes for any display, regardless of screen complexity.
- Utilizes standard color ribbons and ordinary white fanfold pin-feed paper to inexpensively produce crisp razor sharp images.

COMPARED TO THE #1 COMPETITOR IN PERSONAL COMPUTING COLOR PRINTING, YEMACYB COLOR PRINTOUTS ARE FASTER, BIGGER, PRETTIER, AND LESS EXPENSIVE!!

Also included on the program diskette is auxilliary software designed to allow maximum utilization of your new color printing capabilities. Some of the programs are:

- A utility to mirror flip graphics files for iron-on heat transfers.
- A utility to move a window of data from one graphics display file to another, or to a different position within the same display, with selective color priority. (How many times have you had to erase and redraw graphics because the positioning wasn't proper when it was created. Now you can just define a graphic window and move it or save it to disk. THIS WINDOWING UTILITY ALONE IS WORTH THE PURCHASE PRICE.)
- A utility to save your BASIC graphics displays to a standard disk file.
- A full screen graphics editor with display list interrupt (color changes) support and containing disk save/load routines for both graphics and DLIs.

There are additional utilities and other data on the disk, too much to detail here, but all useful.

SYSTEM REQUIREMENTS:

ATARI 800/XL/XE COMPUTER with minimum 40K RAM
ATARI 810/1050 (or compatible) DISK DRIVE
ATARI 850 INTERFACE (or equivalent graphics compatible printer interface)
ATARI BASIC LANGUAGE
Four colored printer ribbons (yellow, red, blue, and black)
One of these popular dot matrix printers (with tractor feed):
C. ITOH 8510B (PROWRITER)
EPSON MX-80 / FX-80
GEMINI 10X/15X -- STAR 56-10/15

To order send \$19.95 and \$1.00 postage and handling to

ELECTRONICAL SOFTWARE
P.O. BOX 8035
ROCHESTER, MI 48063



ATARIWRITER PLUS

by Conrad Weiler

I have used the AtariWriter word processing program since it came out in 1982 and find it easy and useful for my work. Ken Smith sold me the cartridge program - he had purchased it at a computer show in San Francisco - and I remember my anxiety and hesitation at purchasing my first word processing program. Would it be easy to use? Would it work with my Epson printer? Did I really need a word processing program? Looking back I can now laugh at these doubts. The answer to all my questions has come up a very positive yes.

Recently (1985) Atari came out with AtariWriter Plus and I started wondering if I needed this updated program. Certainly my original word processing program was still doing all the jobs I needed. However, I decided to get a copy of the new program and try it out with my Atari 800XL.

AtariWriter Plus is a nice step up from the original. It comes on two disks - one for the program and the second with the dictionary containing the spelling checker. The "screen menus" are clear and easy to understand. In short, it is a very simple to use, yet powerful word processing program. I don't want to get on a power trip (storage capacity, fancy features, etc.). AtariWriter Plus allows about 12.6K of computer bytes when you fire up the 800XL. However, with twin disk drives (1050's) you can store over

100K on each disk side. This has been sufficient storage space for me since most of my letters and notes run about 1-2 pages. Longer documents are never any problem since it's very easy to chain files together and access them with the OPTION L command. Any of the current best selling books could fit on two disks - so whether you write short notes or longer books - AtariWriter plus can easily handle the task. Usually computer storage space or disk storage space is not my problem. My problem is what to type in from the keyboard when the blank screen comes up after I use the [C]REATE menu command. No word processor at present is going to create the finished document for you.

One of many nice features with this program is double-column printing. This is done on a single pass with my Epson printer (see other newsletter article on "Video-Log" for sample). The Global Format Menu (see below) is also very useful for arranging final printing. The OPTION P command, while in EDIT mode, lets you see on screen what the hard-copy version will look like.

Today, there are now many fine word processing programs for our Atari computers and I don't want to get into the game of my program is better than your program. However, for the person looking for their first word processing program or the old AtariWriter users - AtariWriter Plus is an excellent software purchase.

AtariWriter Plus comes with good documentation and a very handy quick reference guide. All in all - a very fine word processing program for home or business use.

A.

[C]REATE FILE	[1] INDEX DRIVE 1
[E]DIT FILE	[2] INDEX DRIVE 2
[V]ERIFY SPELLING	[L]OAD FILE
[P]RINT FILE	[S]AVE FILE
[G]LOBAL FORMAT	[D]ELETE FILE
[M]AIL MERGE	[F]ORMAT DISK

B.

WHAT KIND OF PRINTER

A = ATARI 825
B = ATARI 1025
C = ATARI 1027
D = ATARI 1020
E = ATARI 1029
F = ATARI XMM 801
G = ATARI XDM 121
H = OTHER

C.

E = EPSON FX-80
I = IDS MICROPRISM 480
J = JUKI 6100
O = OTHER

D.

B >	BOTTOM MARGIN = 12
D >	PARAGRAPH SPACING = 2
G >	TYPE FONT = 1
I >	PARAGRAPH INDENTATION = 5
J >	JUSTIFICATION = 0
L >	LEFT MARGIN = 10
M >	2nd LEFT MARGIN = 0
N >	2nd RIGHT MARGIN = 70
Q >	PAGE NUMBER = 1
R >	RIGHT MARGIN = 70
S >	LINE SPACING = 2
T >	TOP MARGIN = 12
W >	PAGE WAIT = 0
Y >	PAGE LENGTH = 132

SELECT LETTER
PRESS ESCAPE FOR MAIN MENU

TYPICAL ATARIWRITER PLUS MENU WINDOWS

A. GENERAL MENU
B. & C. PRINTER MENUS
D. GLOBAL FORMAT MENU

MICHIGAN ATARI COMPUTER ENTHUSIASTS
P.O. BOX 2785, Southfield, MI 48037
Bulletin Boards: MACE EAST 585-2165
MACE WEST 582-0657

Next Meeting Is May 20Th 7:00 PM

Southfield Pavilion--Ten and a Half Mile Road and Evergreen

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